

构造函数创建对象的内存表现

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```
function person(name, age) {
  this.name = name
  this.age = age
}
```

① 创建对象
② 将 person 原型指向
③ 将 this 指向原型

```
var p1 = new person("why", 20)
var p2 = new person("pobe", 20)
person.prototype.running = function() {
  console.log(p1.name)
  console.log(p2.name)
  p1.running()
  p2.running()
}
```

```
person.prototype.address = "中国"
p1 -- proto -- info
p1 -- 中国很美丽
p1.height = 1.88
p2.isAdmin = true
```

p1.address = "日本" (不改变 address)
console.log(p2.address) (还是中国)

| | |
|-------------------|----------|
| function person { | |
| name | "person" |
| length | 2 |
| prototype | 0x100 |

| | |
|-------------|-------|
| new person | |
| [prototype] | 0x200 |
| name | why |
| age | 20 |
| height | 1.88 |

| | |
|-------------|-------|
| p2 | |
| [prototype] | 0x300 |
| name | pobe |
| age | 20 |
| isAdmin | true |

| | |
|-------------|--------|
| person | |
| constructor | 0x100 |
| running | 0x1000 |
| address | 中国 |

| | |
|---------|-----|
| running | |
| name | ... |
| length | 0 |